

A New Method for Depth Enhancement

Tech ID: 22354 / UC Case 2012-277-0

BACKGROUND

Existing methods to up-sample depth maps suffer from known deficiencies such as texture copying and edge blurring.

All attempts to correct these deficiencies introduce filter methods that are significantly dependent on correctly selecting the window size for the filter.

TECHNOLOGY DESCRIPTION

With depth maps an integral component of 3D video, commercial applications of an improved method to determine depth. UCSD inventors have come up with an algorithm that reduces the typical depth map deficiencies, while also avoiding introducing a restrictive dependence on the selection of the filter size.

A prototype has been developed and tested with the Middlebury datasets (<http://vision.middlebury.edu/stereo/>) to great success.

PATENT STATUS

Country	Type	Number	Dated	Case
United States Of America	Issued Patent	9,349,169	05/24/2016	2012-277

CONTACT

University of California, San Diego
Office of Innovation and
Commercialization
innovation@ucsd.edu
tel: 858.534.5815.



OTHER INFORMATION

KEYWORDS

video processing

CATEGORIZED AS

- **Engineering**
- Other

RELATED CASES

2012-277-0